How to / Trackmania / Mediatracker

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Introduction

The Mediatracker is the heart and soul of every effects action in your selfmade driving tracks.
The mediatracker works like a video editing program to edit a movie, which is featuring one actor: the driver's car.

With the mediatracker you can show little films to the players before the driving starts, you can offer GPS systems or assist players with driving in difficult spots, create stunning color and camera special effects etc pp...

The Mediatracker can be reached via the camera symbol in the track editor.

The menu

This is the default menu which will popup, pretty much self explaining.

Mediatracker ghost

You will need to record driving data, before the Mediatracker can show you, how certain effects relate to the driving action.
It is highly recommended that you update the ghost everytime you make some change in the way your track is driven (e.g. if you insert new road parts, replace old parts etc...), otherwise your Mediatracker might show you false information.

Intro

If the track is loaded (solo mode or server), this little introduction film will be shown just once before the race starts...

In Game

As soon as the driving action starts, this section is responsible for all effects.

End race

Also called "Replay" or "Outro" mode (remember this when these words appear in some tutorials).
This section will handle all effects when the driver has passed the finish line and his driving will be replayed.

Attention

If a driver saves a replay (e.g. for sending it to the TMX Top10 or for shooting videos), this replay mediatracker content will be used, NOT the "In game" content.

Remember

The Outro works just like the "In Game" Mediatracker, but it has a special "Phenomenon". You should always insert camera tracks, otherwise lots of effects won't show in the outro.

Side note

playing on a server, you can "spectate" people (watch them driving). The option "Follow mode" will display the "In Game" content & the "Replay mode" will show you the "End race" content, while the driver is still driving...

Choose custom music
If you want to replace the default music with your own music choice, you can create a locator for your music file and implement the music in your track.

New authors tend to think they don't really need it, it's just a stupid special fx "addon" and they might take care a little later when they're getting better in making tracks.

This is not smart; not only that you will need certain effects even in the most simple tracks (e.g. a loopcam), but the amount of available tracks and authors is so high, you need to get familiar with proper craftsmanship early enough to get any attention with your track creations.

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